

FIG. 1

System Architecture

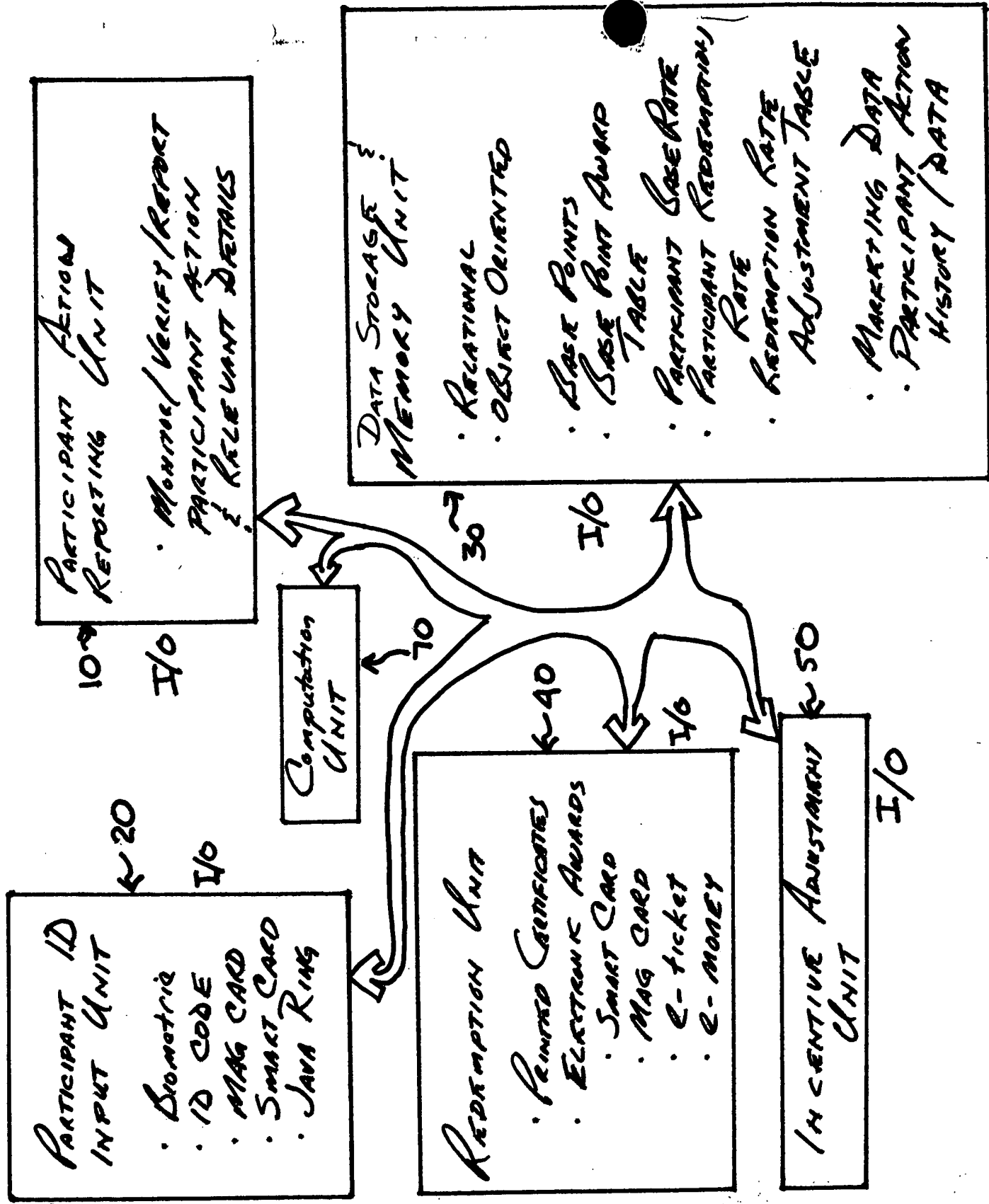


Fig. 1A "CODED" DISTRIBUTED SYSTEM

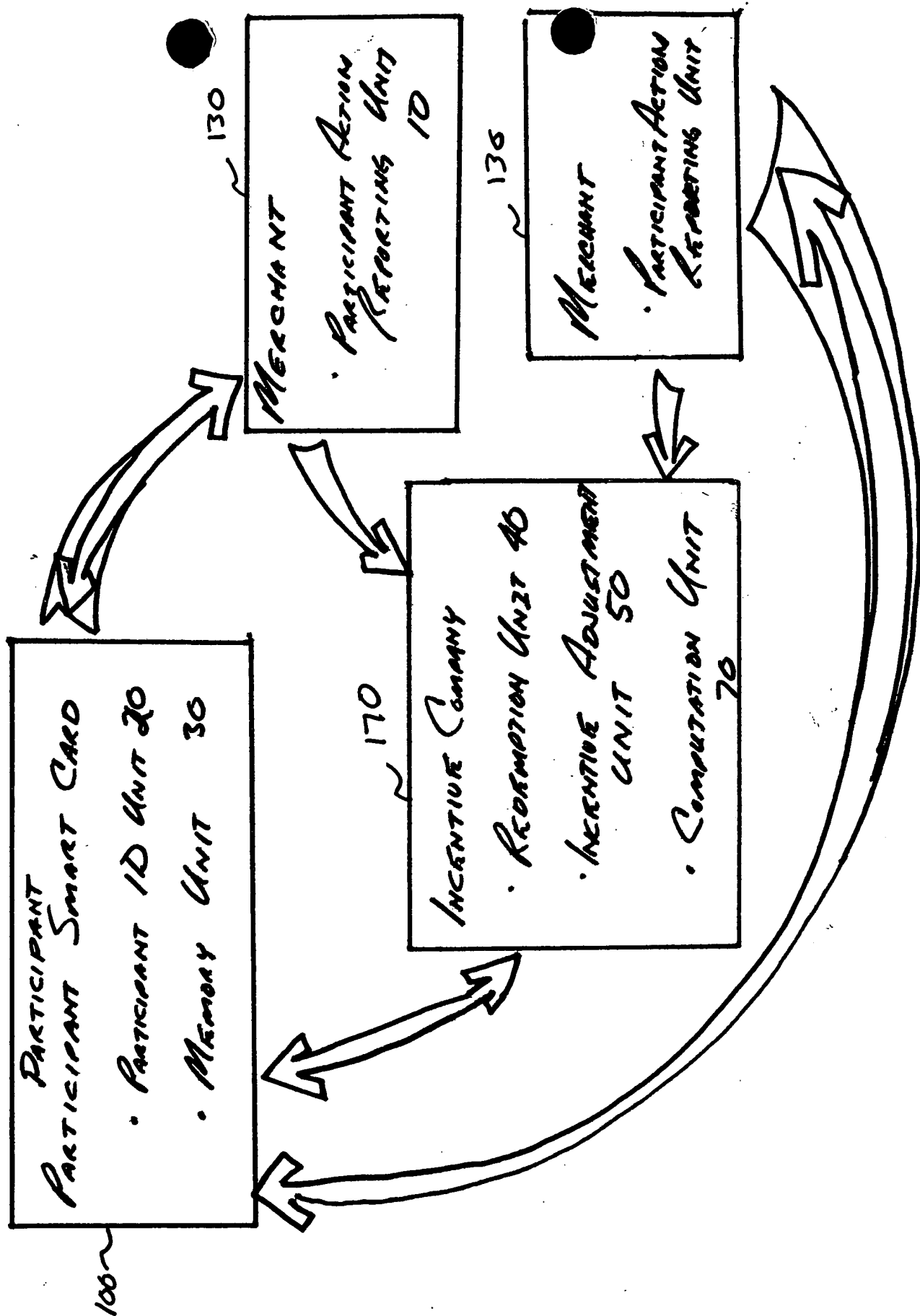
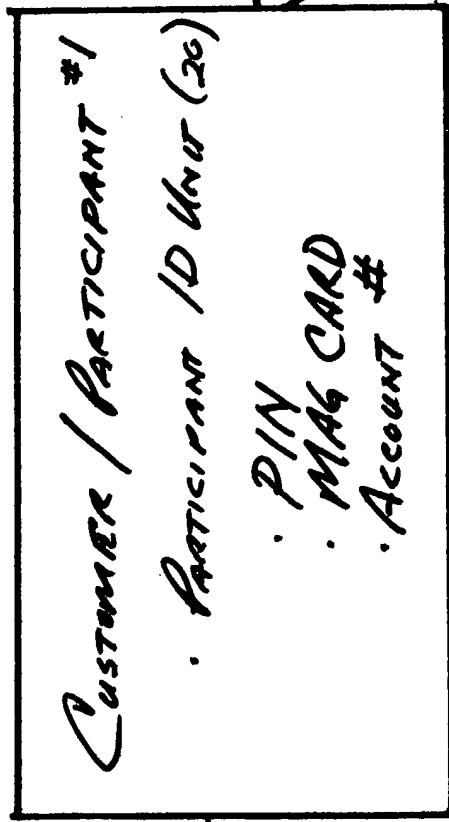
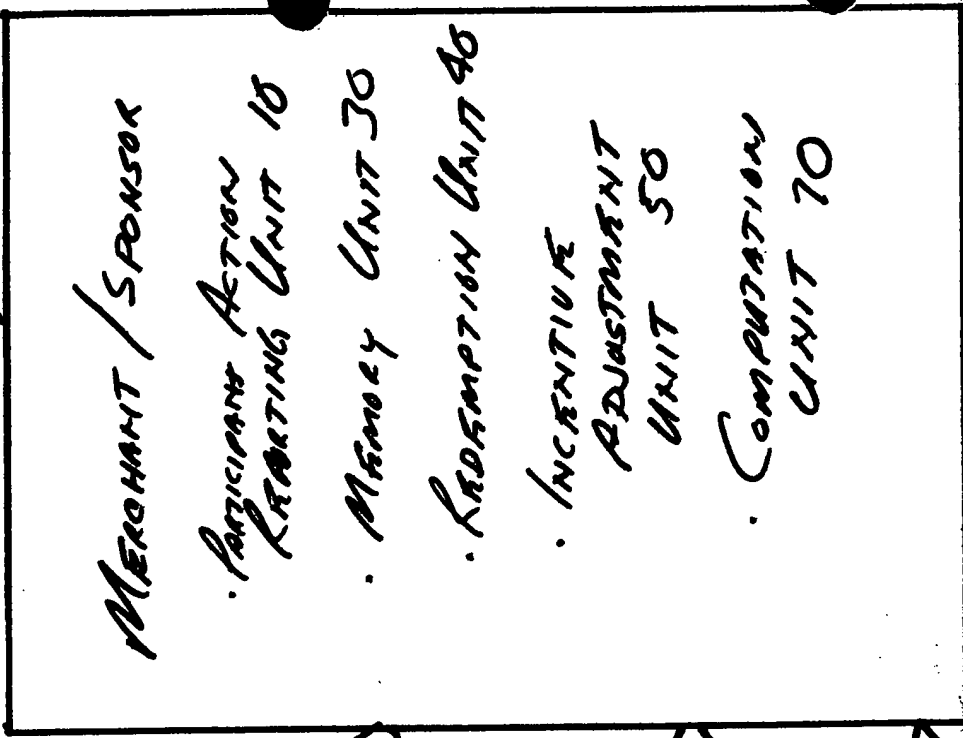
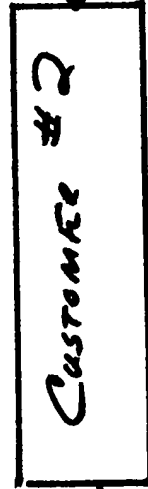


Fig. 1B CENTRALIZED SYSTEM

230



200~



200~



•
•
•



200~



FIGURE 3A

PARTICIPANT ACTION = **PA**

BASE POINTS EARNED = **BP**

REDEMPTION RATE = **RR**

PROGRAM POINTS = **PP**

System 1: Continuous Redemption

$$PA_1 \Rightarrow BP_1 * RR_{@T_1} = PP_1$$

$$PA_2 \Rightarrow BP_2 * RR_{@T_2} = PP_2$$

$$PA_3 \Rightarrow BP_3 * RR_{@T_3} = PP_3$$

$$TOTAL PROGRAM POINTS = PP_1 + PP_2 + PP_3$$

System 2: Periodic Redemption

Total Base Points

$$PA_1 \Rightarrow BP_1 \quad BP_1$$

$$PA_2 \Rightarrow BP_2 \quad BP_1 + BP_2$$

End of Period 1 (P1)

$$(BP_1 + BP_2) * RR_{@end\ of\ P1} = PP_{@end\ of\ P1}$$

$$PA_3 \Rightarrow BP_3 \quad BP_3$$

End of Period 2 (P2)

$$PP_{@end\ of\ P1} + [(BP_3) * RR_{@end\ of\ P2}] = PP_{@end\ of\ P2}$$

FIGURE 3B

System 3: Redemption only on Demand

Total Base Points

$PA_1 \Rightarrow BP_1$ BP_1

$PA_2 \Rightarrow BP_2$ $BP_1 + BP_2$

End of Period 1

$PA_3 \Rightarrow BP_3$ $BP_1 + BP_2 + BP_3$

End of Period 2

$BP_1 + BP_2 + BP_3$

Redemption Request
made at end of Period 2 + Δ

$PROGRAM\ POINTS = (BP_1 + BP_2 + BP_3) \times RR_{at\ time\ of\ redemption}$

66666 " 342960

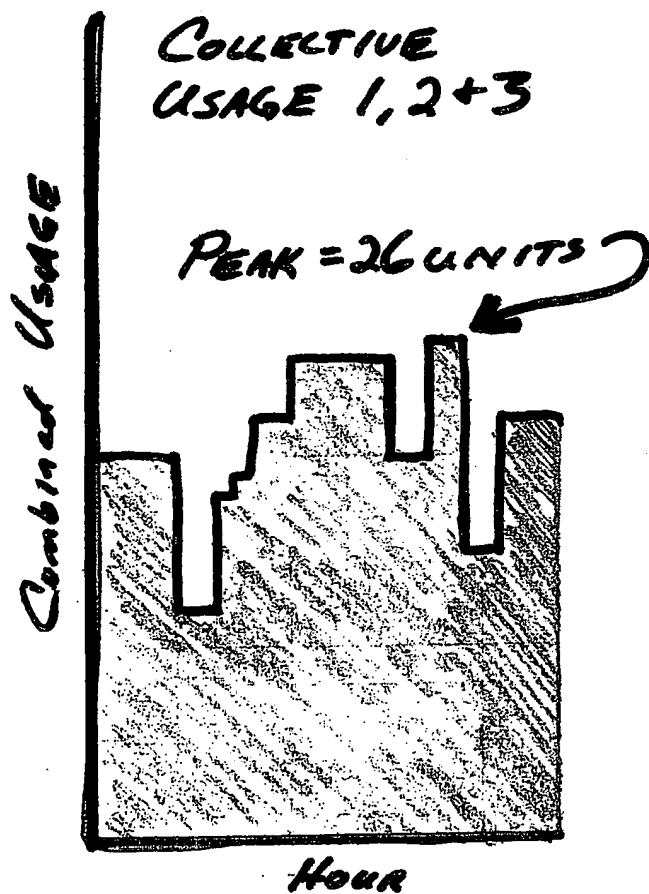
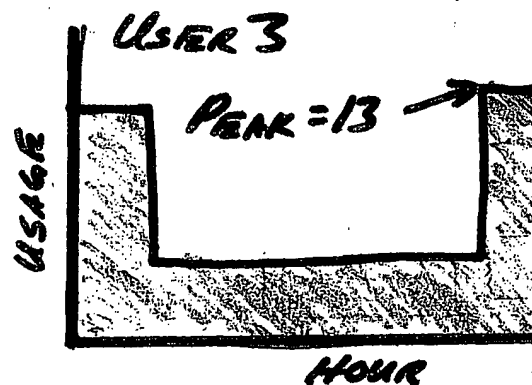
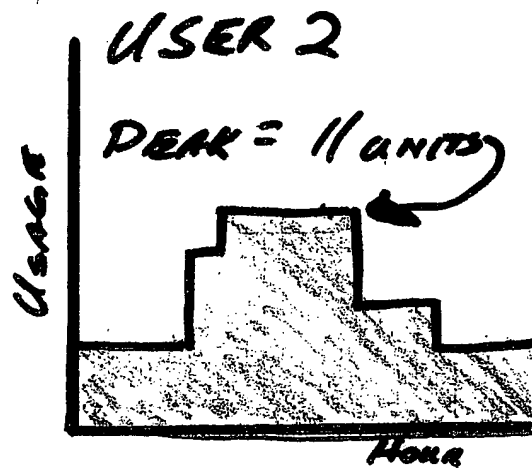
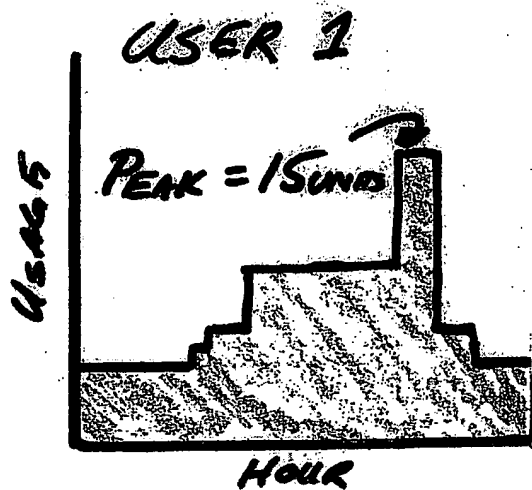


FIG. 5

420

400

421

BEAT THE CLOCK
RANDOM

ON DEPOSIT \$ 1000

RESULTS (NET) - 100 POINTS

CURRENT RR (exchange rate) 0.9

430 2 Double or Nothing?

\$ VALUE OF NET RESULTS \$ -90

CURRENT BALANCE \$ 910

TIME REMAINING FOR NEXT BET 27

470 STOP

420

FIG. 6

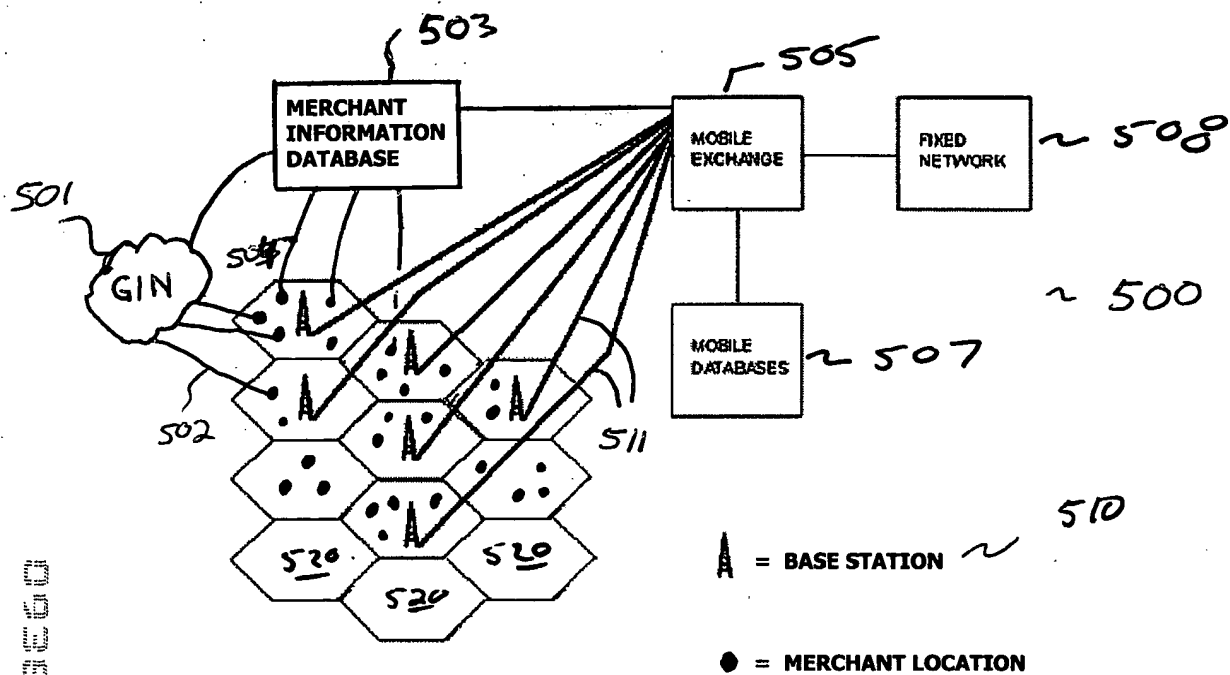
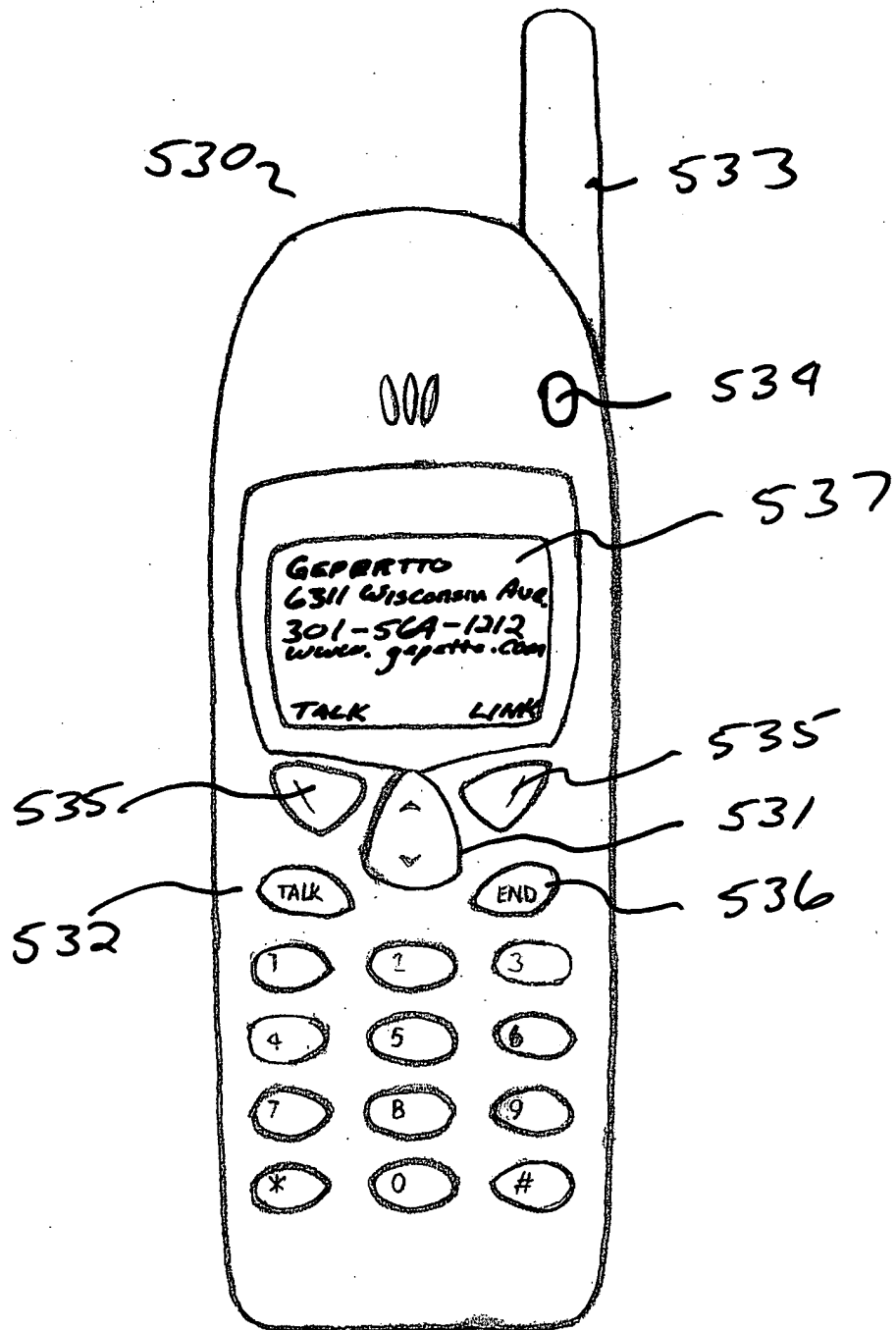


FIG. 7



09355718-000000

FIG. 7A

MENU SUMMARY

Press **Menu** followed by the menu number(s).

1 Messages

- 11 Text messages
- 12 Voice Messages
- 13 Welcome note

2 Call log

- 21 Missed calls
- 22 Dialed calls
- 23 Received calls
- 24 Clear call lists
- 25 Call timers

3 Profiles

- 31 Normal
- 32 Silent
- 33 Meeting
- 34 Outdoor
- 35 Pager
- 36 Car (once phone is connected to a car kit)
- 37 Headset (once phone is connected to a headset)

4 Settings

- 41 Call settings
- 42 Phone settings
- 43 Security settings
- 44 Network services

5 System

- 51 Automatic
- 52 Manual
- 53 New search

6 Games

7 CPL Directory

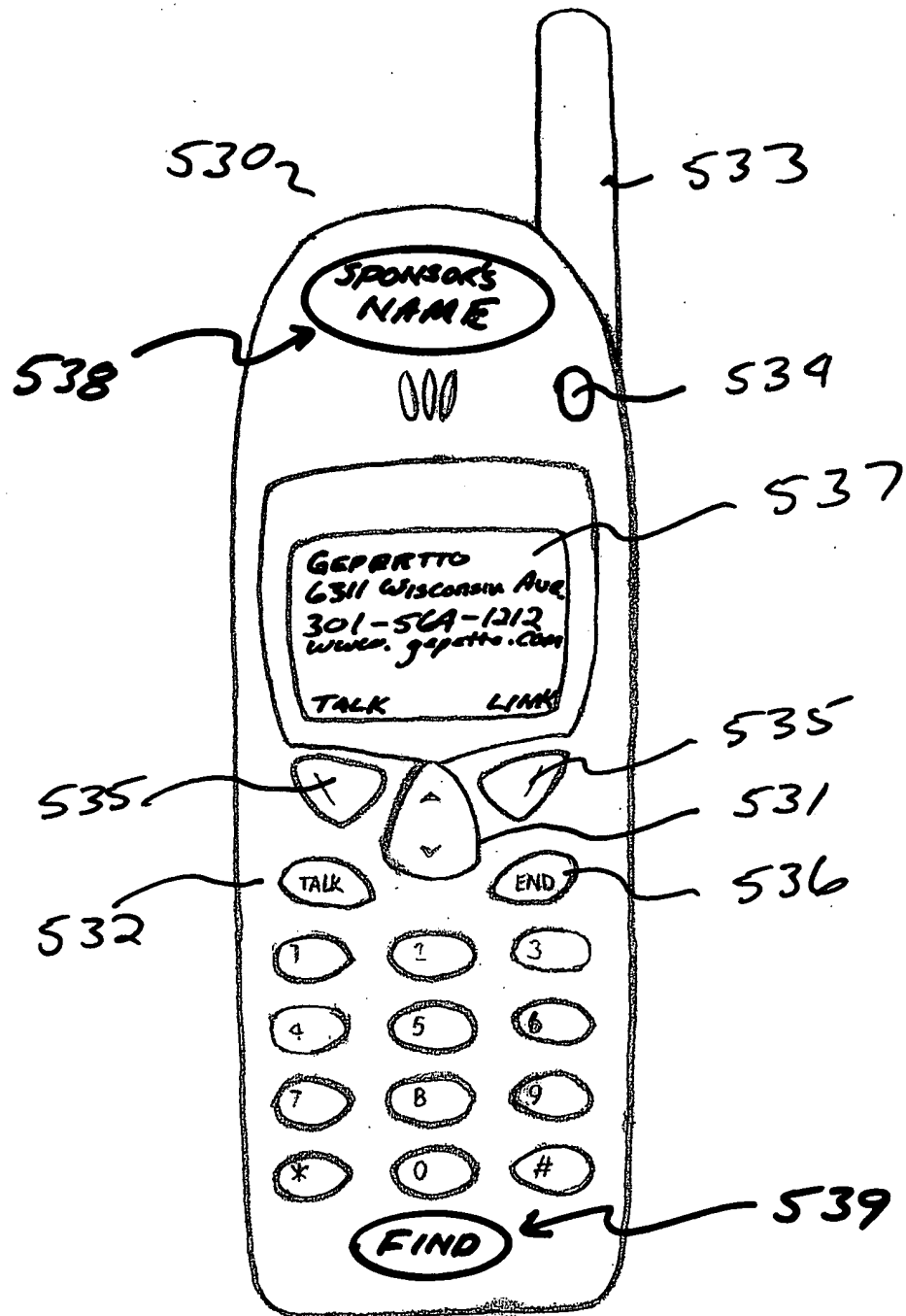
- 71 Where Am I?
- 72 SOS Beacon
- 73 Directory
 - 731 Gas/Service
 - 732 Grocery
 - 733 Hospital
 - 734 Hotel
 - 7341 Budget
 - 7342 Business
 - 7343 Luxury
 - 735 Restaurant
 - 7351 American
 - 7351 Chinese
 - 7352 Fast Food
 - 7353 French
 - 7354 Italian
 - 7355 Japanese
 - 7356 Thai
 - 7357 Other
 - 736 Retail
 - 7361 Bookstore
 - 7362 Electronics
 - 7363 Hardware
 - 7364 Shopping Mall
 - 737 Other

8 Calender

9 Calculator

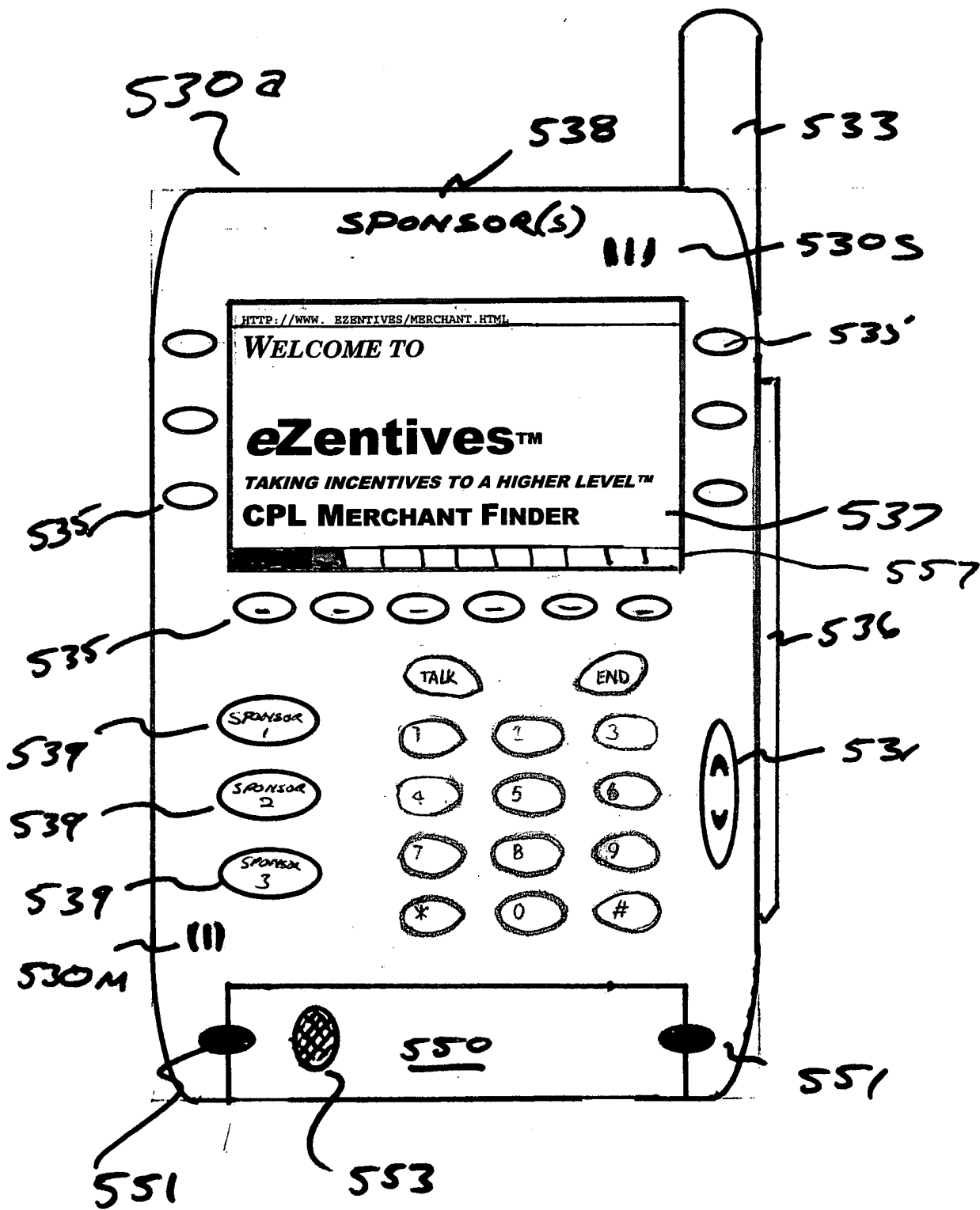
662000" 3125960

FIG. 7B



003574-00000

FIG 7C



66080" 84259260

CT MENUS & SCREEN FIG 8

662030" 84259260

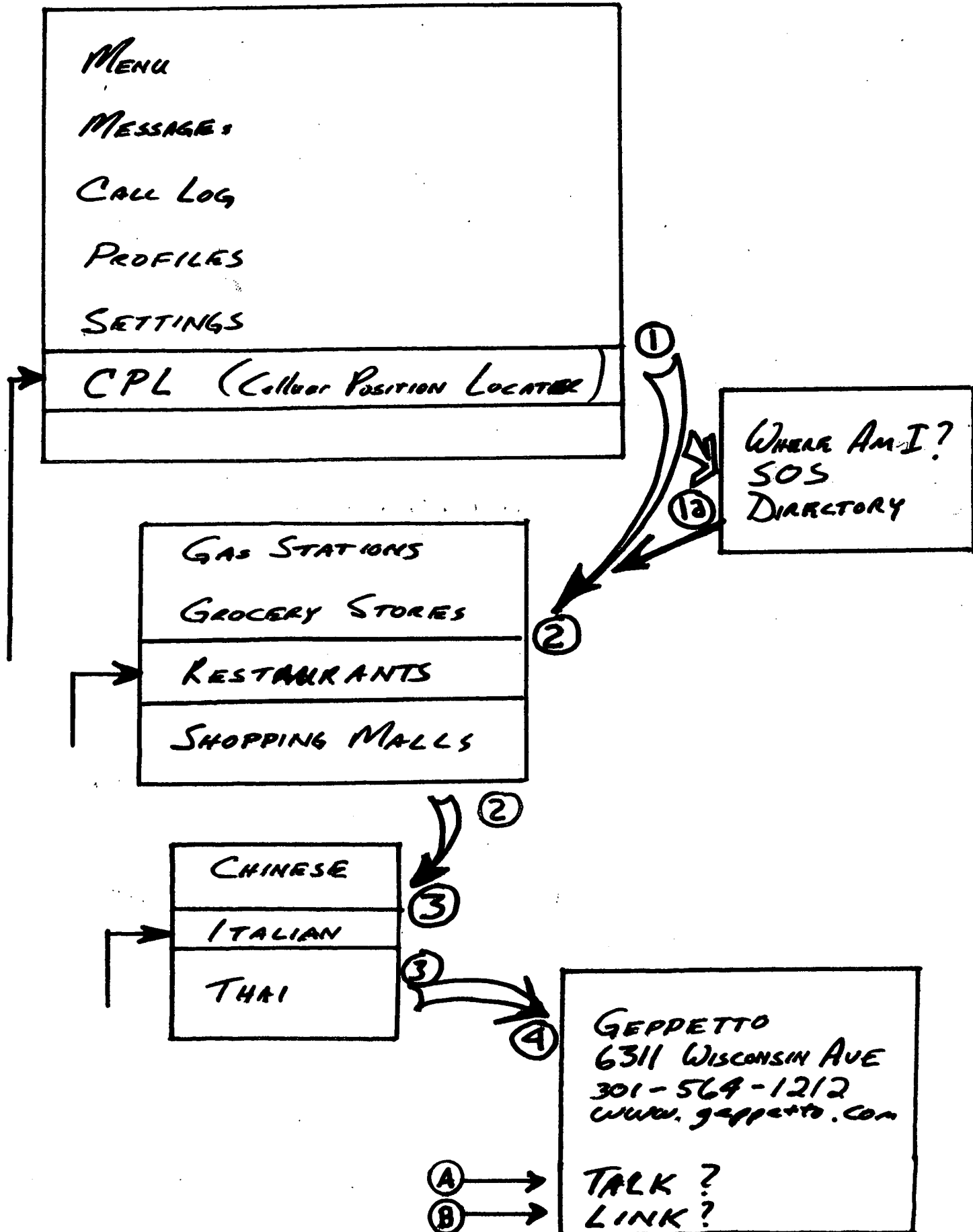
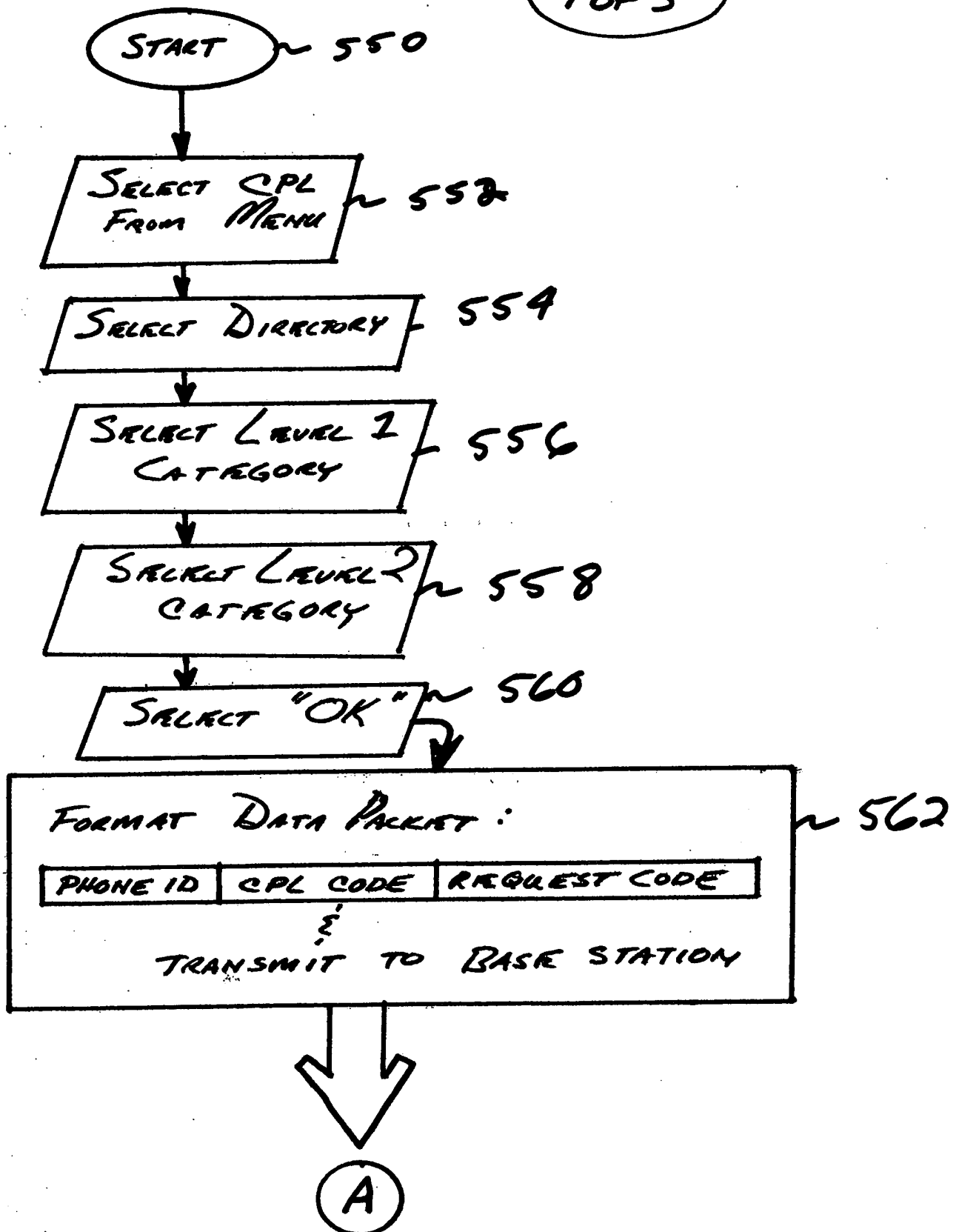


Fig. 8A

CELLULAR POSITION LOCATOR FLOW

1 of 3





564

RECEIVE DATA PACKET AND ADD
BASE STATION ID TO DATA PACKET:

Phone ID	CPL CODE	REQUEST CODE	BASE STATION ID
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FORWARD TO MOBILE EXCHANGE OR
OTHER CPL SERVER

562~
QUERY DATABASE & RETRIEVE MERCHANT ID
OF ALL MERCHANTS WITHIN THE
SPECIFIED BASE STATION AREA(S)
THAT SATISFY THE REQUEST



568
IS # OF MERCHANT ID'S
RETRIEVED \geq MINIMUM?

NO



570~
RETRIEVE CURRENT MERCHANT INFO
FOR EACH MERCHANT ID
AND TRANSMIT TO USER

